



Microsoft®

 **Games** for Windows®


XBOX 360™

Play Smart, *A Family Guide to Video Games*

Helping You Decide what is Right for Your Children

Dear Parent

As head of the Microsoft Entertainment and Devices Division in Europe, I really want to help provide an environment where everyone can enjoy safely the benefits of digital and interactive entertainment.

I want to do all that I can to give parents the information, and the technology, you need to help you make decisions about the games and the amount of time you want your children to play.

That is why we have created this guide. It provides information about computer and video games and about the rating system which exists in most EU countries to help parents determine what is age-appropriate for children – like the ratings which exist for films.

It also gives you lots of information about Microsoft's parental controls for Microsoft products called 'Family Settings' – including a step-by-step guide on how to operate them on your console and/or computer.

I've also included information on a great piece of technology called 'Family Timer' which enables parents to control the length of time their children can play games on their Xbox 360. Family Timer on Xbox 360 and Windows Vista gives parents the ability to set a daily or weekly time limit on console or PC usage. Parents can also decide when they want their children to be able to play games, e.g. during the week or during the weekend only.

I really do hope that you find this information helpful. More than that, I want this guide to become a 'one stop shop' for any parent who wants information to help them make informed choices about how your children get the most out of the games they play. Feel free to share it with your friends, or with your child's school.

To download a copy of this guide, go to www.xbox.com/fr-BE/playsmart

Best wishes.



*Chris Lewis
Regional Vice President, Interactive Entertainment Business, Europe
Microsoft*

Contents

- 02 Overview: What every Parent should know about Interactive Games**
- 04 How Computer and Video Games are Rated in most of the European Union**
PEGI and PEGI Online Rating Systems
- 08 Xbox 360 Family Settings**
A Quick Guide to Using Xbox 360's Family Settings for Video Games and Movies
- 10 Xbox LIVE Family Settings Online**
A Quick Guide to Using Xbox 360's Family Settings for the Online World
- 14 Xbox 360 Family Timer**
How the new Xbox 360 Family Timer works
- 16 Windows Vista Family Settings**
A Quick Guide to Using Windows Vista's Family Settings
- 18 Other Resources**
Links to other useful organisations
- 19 Digital IQ Quiz**

Overview: What every parent should know about Interactive Games

Microsoft works closely with parents to provide a safer and more secure environment for their children. We are strongly committed to giving parents the means to choose the most appropriate games for their family, both off and online, to control access by their children to online interactions, to monitor the time they spend on interactive entertainment and to help them feel comfortable with our technology.

This guide is intended to give you, as parents, all of the information you need to understand interactive gaming and the role that you have in deciding which games are appropriate for your kids.

Age Ratings

Let's start with 'Age Ratings'. This guide gives you information about the age ratings that exist for computer and video games in most European countries. These are just like the ratings that exist in most countries for movies and DVDs.

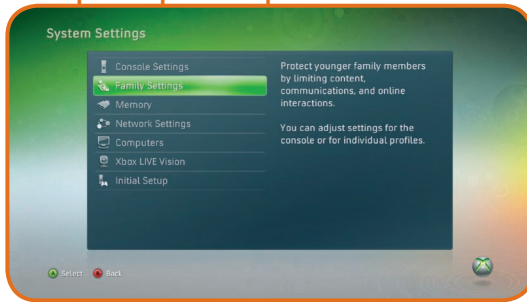
The age rating system has been developed by the Interactive Software Federation of Europe (ISFE) and is supported by the major console manufacturers, including Microsoft Xbox, Playstation and Nintendo, as well as by publishers and developers of interactive games throughout Europe.

Family Settings and Family Timer

Once you've decided what games are right for your children using the age rating system, Microsoft has developed a series of tools to help you make sure that they are only playing the games that you want them to. So Microsoft products each have control features which enable you, as parents, to choose and control the games played by your children. These parental controls are called 'Family Settings' on Xbox 360, Windows Vista and Windows LIVE.

Later this guide gives step-by-step instructions on how to use Family Settings which we hope you will find really useful, but this is an overview of the controls which are available to you.

Console Family Controls



It's important to know how Family Settings work. Family Settings work by reading the rating information that is on the game or movie or TV show. It then uses that information to block content that you may feel is inappropriate according to the settings you select.

Family Timer



Time Based Control of Console.
Simple, easy to use, and easily discoverable.

Controls use of entire console.

Not gaming specific, and not account specific.

Vista Family Controls

Click and drag the hours you want to

Windows Vista provides an easy-to-understand and customizable approach to helping supervise computer usage in the household.

- Types of games your children can play.
- Days and times your children can access the computer.
- Who your children can interact with online.

How Computer and Video Games are Rated in most of the European Union

PEGI and PEGI Online Rating Systems



Just like with movies, video games in most EU countries are given a rating – telling parents whether that game is suitable for their child. The rating is based on a number of factors like how scary the game is or whether there is adult content like nudity or sex.

Most European countries use the PEGI (Pan-European Game Information) system. This was established in 2003 to help parents make informed decisions about buying interactive games for their children.

PEGI labels are used in the EU for games considered appropriate for children up to the age of 18.

Understanding game rating systems is important in helping you, as parents, use Family Settings effectively.

PEGI ratings have two parts:

1. An Age Rating Symbol (which appears on the front of the game's box) suggests to parents the age of child for which that game is considered appropriate.
2. Content Descriptors (on the back of the box) indicate which elements in a game may have led to a particular rating or may be of interest or concern.

These symbols and descriptors are currently being updated to make them even clearer for consumers. The new symbols should start being used later in the year.

For more information on the PEGI ratings and content descriptors, please visit: <http://www.pegi.info/en/index>

The tables below outline the PEGI ratings and descriptors which exist for games from 3+ up until 18+:



Logo shows whether the game can be played online.



Bad Language: Game contains bad language.



Discrimination: Game contains depictions of, or material which may encourage, discrimination.



Violence: Game contains depictions of violence.



Fear: Game may be frightening or scary for young children.



Sex: Game depicts nudity and/or sexual behaviour/practices.



Drugs: Game refers to or depicts the use of drugs.



Gambling: Games that encourage or teach gambling.

PEGI labels apply up until 18+:



Titles rated **3+** have been assessed to be suitable for most gamers, including all of those above the age of 3. May contain some violence in a comical context, for example, involving cartoon characters.



Titles rated **7+** have been assessed to be suitable for gamers above the age of 7. May contain occasional violence to non-realistic fantasy characters, pictures or sounds likely to be scary or frightening to young children, and nudity in a non-sexual context.



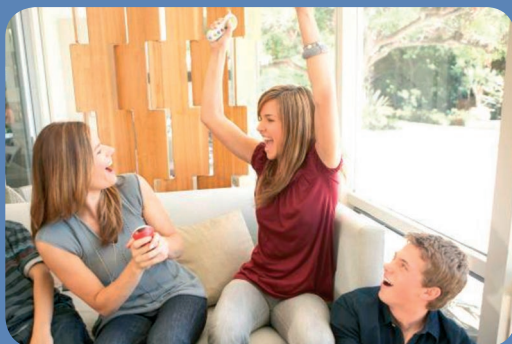
Titles rated **12+** have been assessed to be suitable for gamers above the age of 12. May contain graphic violence towards fantasy characters, non-graphic violence towards humans or animals, explicit sexual descriptions or images, and mild swearing.



Titles rated **16+** have been assessed to be suitable for gamers above the age of 16. May contain violence to unrealistic humans or animals, glamorisation of crime, use of illegal drugs, encouragement of the use of tobacco or alcohol, sexual expletives, erotic sexual nudity, sexual intercourse without visible genitals.



Due to adult content, these titles are not intended for persons under the age of **18**.



Tip for Parents:

If these settings only apply to certain children, then provide all other members of the family with the pass code so that they have full use of the console.

Xbox 360 Family Settings

A Quick Guide to Using Xbox 360's Family Settings for Video Games and Movies

Family Settings is an important tool that can help parents choose the entertainment experience that is right for their families. They help limit the digital entertainment that can be played or viewed on the Xbox 360. Outlined below are instructions on how to set up Xbox 360 Family Settings.

For more information on controlling online interactions on Xbox LIVE, please visit: www.xbox.com/fr-BE/playsmart

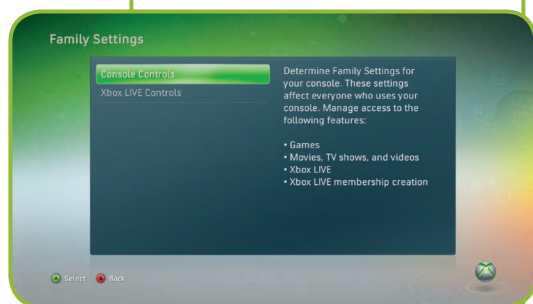
To control what type of video game ratings can be played on Xbox 360:



When the Xbox 360 starts, you will be at the initial screen, which is called the Xbox Dashboard or – if you're using the Xbox 360 system for the first time – from the Initial Setup Complete screen.

1. Start from the 'System Settings' slot of the Xbox dashboard, located to the far right in the 'My Xbox' channel.
2. Select "Family Settings, Console Controls."
3. Select "Game Ratings." The default setting is "Allow All Games."
4. Select the PEGI rating level you deem appropriate.
5. To set a pass code that prevents unauthorised changes to the settings, select "Set Pass Code" from the "Console Controls" screen and follow the on-screen instructions.
6. After you've set your code, select "Done" from the Console Controls screen. When prompted, select "Yes" to save changes and put your new settings into effect.

To control what type of movies can be played on Xbox 360:



These controls will only work on the latest consoles or consoles which have connected to Xbox LIVE. The settings will apply to content downloaded from the Video Marketplace. Again, you'll start from 'System Settings', then:

1. Select "Family Settings, Console Controls."
2. Select "Video Ratings," then select "Movie Ratings." The default setting is "Allow All Movies."
3. Select the rating level you deem appropriate.
4. And, again, to set a pass code that prevents unauthorised changes to your settings, select "Set Pass Code" from the Console Controls screen and follow the on-screen instructions.
5. After you set your code, select "Done" from the Console Controls screen. When prompted, select "Yes" to save changes and put your new settings into effect.

Note: Individuals with older models of the Xbox 360 who have not connected to Xbox LIVE will view a previous version of the Family Settings.



Tip for Parents:

If these settings only apply to certain children, then provide all other members of the family with the pass code so that they have full use of the console.

Xbox LIVE Family Settings Online

A Quick Guide to Using Xbox 360's Family Settings for the Online World

Xbox 360's Family Settings allows parents, and others looking after children, to manage online interactions, Xbox LIVE Marketplace purchases, and, if parents choose, to block entirely the Xbox LIVE audio and video communication settings, including content through the Xbox LIVE Vision camera. They work on child accounts (under 18s).

Xbox LIVE controls include:



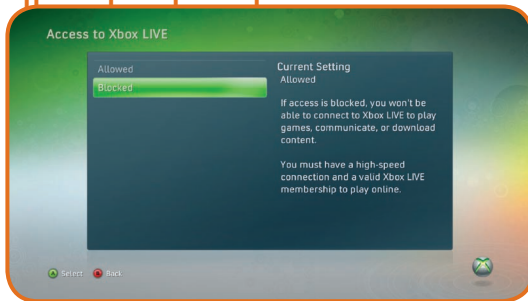
Online gameplay: Before you can play multiplayer games online, you will need an Xbox LIVE Gold Membership. This option allows you to decide if your child can play Xbox 360 games online and also allow or disallow them from playing on Xbox LIVE on an original Xbox console. Xbox 360 Family Settings are not applied when your child is playing online on an original Xbox Console. Because of this you have the option of blocking original Xbox consoles on Xbox LIVE.

Privacy and friends: You have the power to approve your child's online friends. Let your child communicate with anybody, or with their friends only; decide who can see your child's personalised gamer profile; decide whose gamer profiles your child can see; and control who sees your child's online or offline status.

Communications: Pick "Friends Only" to allow your child to communicate only with people on his/her friends list, or select "Blocked" to block everyone from communicating with your child, or select "Everyone" to allow your child to communicate with anyone on Xbox LIVE. No matter what the setting, your child will still be able to receive new friend requests for you to approve or block.

Content: The Content controls help you set limits on the kind of downloadable goodies your kids can access. You can choose to allow your child to go onto Xbox LIVE for downloadable game updates, demos, and other for-fee content, as well as member-created content from other Xbox LIVE users. Family Settings act as a filter for what kids can or can't download onto the Xbox 360 console.

Allow or block - Xbox LIVE:



Some parents may not want their children to access online games and interaction. Following are simple instructions on how to block access to Xbox LIVE. However, if your child has access to Xbox LIVE and you would like more information on how to control who can interact with your child, privacy measures, and how to control accessing online material please visit: www.xbox.com/fr-BE/playsmart

To allow or block access to Xbox LIVE on your Xbox 360 console:

1. Start from the 'System Settings' slot of the Xbox dashboard, located to the far right in the 'My Xbox' channel, or – if you're using the Xbox 360 system for the first time – from the Initial Setup Complete screen.
2. Select "Family Settings, Console Controls."
3. Select "Access to Xbox LIVE." The default setting is "Allowed."
4. Select either "Allowed" or "Blocked." If access is blocked, users will not be able to connect to Xbox LIVE to play, communicate, or download content.
5. To set a pass code that prevents unauthorised changes to your settings, select "Set Pass Code" from the Console Controls screen and follow the on-screen instructions.
6. After you've set your code, select "Done" from the Console Controls screen. When prompted, select "Yes" to save changes and put your new settings into effect.

Xbox LIVE content with Xbox 360:

Member Content

Decide whether or not your child can access content created by other people on Xbox LIVE. Member content includes images and text in games and gamer profiles.

To configure your child's settings for member-created content:

Start from the 'System Settings' slot of the Xbox dashboard, located to the far right in the 'My Xbox' channel, or – if you're using the Xbox 360 system for the first time – from the Initial Setup Complete screen. Select "Family Settings, Xbox LIVE Controls" and sign in using the password for your Windows Live ID.

Select "Content, Member Content."

Choose one of the following settings:

- Select "Friends Only" to allow your child to access content created by people on his/her friends list.
- Select "Blocked" to block your child from accessing all member content.
- Select "Allowed" to let your child access member content.

Downloadable Content

Decide whether or not your child can download premium content from Xbox LIVE Marketplace. Premium content includes Xbox LIVE Arcade games, game extensions, demos, and other items. If you choose to block this content, your child can still obtain free downloadable content.

To configure your child's settings for downloadable content:

1. Start from the 'System Settings' slot of the Xbox dashboard, located to the far right in the 'My Xbox' channel, or – if you're using the Xbox 360 system for the first time – from the Initial Setup Complete screen. Select "Family Settings, Xbox LIVE Controls" and sign in using the password for your Windows Live ID.
2. Select "Content, Downloadable Content."
3. Select one of the following settings:
 - Select "Allowed" to let your child download premium member content from Xbox LIVE Marketplace.
 - Select "Blocked" to block your child from downloading premium content. Your child will still be able to get free downloadable content, determined by the game ratings settings on your console.

Tip for Parents:

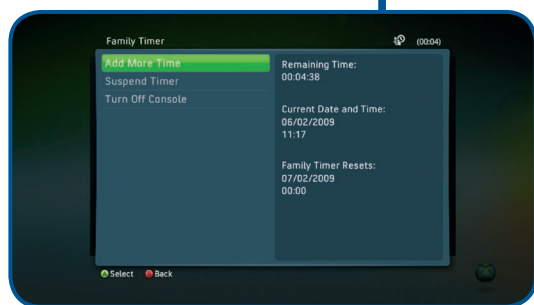
Teach your children that they should immediately tell you if anyone online makes them feel uncomfortable and can do so without fear of getting into trouble or being banned from playing video games.

Xbox 360 Family Timer

How the new Xbox 360 Family Timer works

The Family Timer enables parents to set the amount of time their Xbox 360 can be used by members of their household – particularly children.

So if you, as a parent, allow your child to play the Xbox 360 for an hour a day, you can set the console to allow only an hour. After that hour has expired, your child will not be able to use the console again within that 24-hour period unless additional time is granted by you.



To Access Family Timer

- To access Family Timer, go to the 'System Settings' slot of the Xbox dashboard, located to the far right in the 'My Xbox' channel, and select 'Family Settings' then 'Console Controls' and then 'Family Timer'.
- Once set, more time can be added or changes can be made to the Family Timer settings by the administrator by pressing the Guide button in the centre of the controller, moving right to the Settings tab, then choosing 'Family Settings'. The settings can also still be changed by going to the 'System Settings' slot of the Xbox dashboard, located to the far right in the 'My Xbox' channel, and selecting 'Family Settings' then 'Console Controls' and then 'Family Timer'.

Settings

- When setting the Family Timer, parents have three options for setting limits: 'Daily', 'Weekly' and 'Off'. Please be aware that the timer is set per console and not per profile.
- The 'Daily' option allows the parent to set limits on console use per day in 15 minute increments.
- The 'Weekly' option allows the parent to set limits on console use per week in one hour increments.
- During the first set-up of Family Timer, the system will prompt you to "Set Clock" to the current time and time zone.
- The first time any of the Family Settings features are used, whether it is the Family Timer feature or others, the console administrator is required to set a four digit Pass Code in order to edit Family Settings.

Timer

- While the console is in use, warnings will appear at one hour, 30 minutes, 15 minutes and five minutes before the time expires. Additionally, the Guide Channel has a real-time countdown so a user can check the Timer status at any time. These functions provide gamers sufficient notification to save their game.
- Once the Timer has expired, the gamer is in jeopardy of losing any unsaved game play.
- When the Timer expires, a pop-up alerts the gamer of the end of the session and offers three options: Add More Time, Suspend Timer and Shut Down Console. In order to select the Add More Time or Suspend Timer functions, the user is required to enter the Pass Code.
- The Suspend Timer function allows parents and/or other users with access to the Pass Code to spend time on the console without eating up the Timer clock.
- When the Suspend Timer function is on, the Timer is suspended for that session only. Once the console is turned off, the Suspend Timer function will automatically turn off and the console will default back to the pre-determined Family Timer settings.

Windows Vista Family Settings

A Quick Guide to Using Windows Vista's Family Settings

Windows Vista™ enables parents to tailor their children's computer games experiences, helping avoid content they deem inappropriate. Parents can permit access to games by specific types of content, by ratings or even by specifying certain times of day that users have access to the computer with a scheduling tool (e.g. "no games after 9pm").

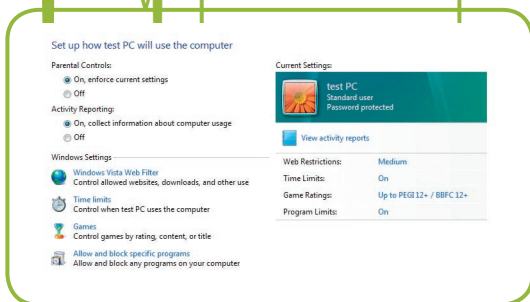
The Microsoft Games for Windows website can be found at:

www.gamesforwindows.com

You can also use the Windows Game Advisor to help you make sense of all the games available for Windows. By entering an age range and a genre of games, the Game Advisor will provide a list of age-appropriate content, based on PEGI ratings. It will also provide direct links to game title web sites that offer opportunities to view footage, or possibly, participate in a trial of the game.

To access Windows Vista's parental controls, please:

1. Click on the Windows Vista "Start" button at the lower left to open the "Start" menu.
2. Click on the "Instant Search" field and enter "par" to search for Parental Controls.
3. Click "Parental Controls" to open the settings.
4. Click "Create a new user account."
5. Click the test field to enter a username.
6. Click "Create Account."



At this point, parents will be given choices to control a variety of content and times including:

Web Content

By clicking on the box that indicates which material should be blocked, parents can help prevent their children from accessing a variety of web content, including pornography and mature content.

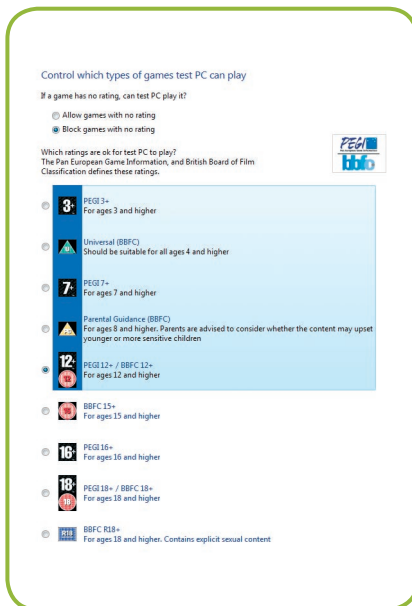
Computer Games

Parents can restrict the types of computer games played based on two criteria: its PEGI rating and its content. By accessing "Game Controls" in the parental controls, parents can block games that are either too mature or have objectionable content.

Time Limits

Using an easy-to-understand schedule, parents can set limits on the time the computer can be used. Children receive a warning message that their session is about to expire, which allows them to save their work so no data is lost.

Finally, parents can also review activity reports to monitor what their children are seeing and doing, and to refine the use of parental controls. This is accomplished by viewing the "Activity Viewer" in the "User Controls" section of parental controls.



When considering a new game, be sure to look for the Games for Windows brand on the box. This means that the game delivers the highest quality gaming experience possible on a Windows Vista-based PC. Games featuring the Games for Windows branding take advantage of the new gaming features in Windows Vista, including full support of family settings.

You can be sure that your game will take advantage of new family settings in Windows Vista when it bears the Games for Windows brand.

We hope this information encourages you to fully utilize the Family Settings feature included in Windows Vista™. If you need more information or would like help in setting up these parental controls, please visit: www.gamesforwindows.com/fr-BE/paysmart

Other Resources

Links to other useful organisations

If you would like to learn more about computer and video games, or for more resources and information on how to help protect your children from inappropriate entertainment, please visit:

Pan European Game Information (PEGI) – The PEGI age rating system was established in 2003 to help parents make informed decisions about buying interactive games. Designed to ensure that young people are not exposed to games that are unsuitable for their age group, the system is supported by the major games console manufacturers, including Xbox, PlayStation and Nintendo, as well as by publishers and developers of interactive games throughout Europe. For more information go to: **www.pegi.info/en/index/**

PEGI Online – PEGI Online is an addition to the PEGI system and aims to give young people in Europe improved protection against unsuitable online gaming content and to educate parents on how to ensure safe online play. To learn more visit: **www.pegionline.eu/en/index/**

Digital IQ Quiz

How much do you know about the games your kids are playing? Many parents who are new to digital entertainment are often intimidated by the technology or are unaware of what they need to know to ensure their children are enjoying games responsibly and safely. Take this fun quiz and learn about the interactive entertainment world that is such a big part of our children's world.

GENERAL KNOWLEDGE

1. What is a console?

- A. Something you do when someone you love gets "owned" in an online game.
- B. The entertainment system that video games are played on.
- C. A flat fish that has both eyes on one side of its head and likes to trick people.

2. What is the difference between computer games and video games?

- A. The main difference is that computer games are only playable on a PC. Video games are only playable on consoles. Really, don't put a PC game in your Xbox. It'll just spin and won't do anything.
- B. Computer games are video games you play on a computer, rather than on a console or at an amusement arcade.
- C. Both of the above.

3. What is Xbox LIVE®?

- A. A subscription-based online service for the Xbox and Xbox 360 that lets users play video games with or against other Xbox players wherever they are. But, just because your children are playing an Xbox game, doesn't automatically mean they are playing online.
- B. A spectacular new West End musical, featuring scenes from some of the most popular games.
- C. A new TV channel where you can watch other people play Xbox.
- D. An experimental new Xbox made of living organic components, cobbled together from vegetable matter and parts of old game systems.

RATINGS

4. **Is there a ratings system for computer and video games?**
- A. Yes. Games are rated based on age-appropriateness, with brief descriptors detailing why games were given a specific rating.
 - B. Yes, but you should also watch or play portions of the computer or video game to ensure you're comfortable with its content.
 - C. No. Seven year olds are mature enough to make their own decisions.
 - D. Both A and B.
5. **Where can more information about video game ratings be found?**
- A. www.pegi.info
 - B. www.xbox.com/fr-BE/playsmart
 - C. www.pegionline.eu
 - D. All of the above
6. **Where are the ratings on computer and video games?**
- A. In the entertainment section of your local paper.
 - B. The rating symbol can be found on the front of the game's package. It suggests the appropriate age range based on the game's content. Content descriptors are found on the back of the box, indicating what may have triggered a rating and/or may be of interest or concern.
 - C. You have to ask the shop assistant.
7. **Which game rating is appropriate for ages 12 and up?**
- A. 3+
 - B. 18
 - C. 12+
 - D. 7+

FAMILY SETTINGS

8. **What are Xbox 360 Family Settings?**
- A. Xbox 360 Family Settings are the best way for parents to help protect their children by limiting their online interaction to pre-approved individuals.
 - B. Password-protected parental controls that help parents control which video games are played in their home.
 - C. A visible demonstration of Microsoft's commitment to helping parents protect their children in the digital world.
 - D. All of the above.
9. **Can you play video games with strangers on a console?**
- A. You can, online with an Xbox LIVE account. However, because many of the other players are strangers, use common sense and take precautions. Make sure your children know never to give out personal information, and to tell you if someone makes them uncomfortable.
 - B. No, not if a parent enables Family Settings and limits online interactions to pre-approved individuals.
 - C. Both A and B.

ONLINE GAMES

10. What is online game playing?


- A A common symptom of a troubled online dating relationship.
- B Online games are computer games most commonly played over the Internet. They can range from simple text games to those incorporating complex graphics, virtual worlds, and thousands of game players at the same time.
- C Business school jargon for walking on a tightrope.

Correct Answers:

1:B | 2:A | 3:A | 4:D | 5:D | 6:B | 7:C | 8:D | 9:C | 10:B

So how is it you go? See to learn more about the world of computer and video games?

Visit www.xbox.com/fr-BE/playsmart



This document is for informational purposes only. MICROSOFT MAKES NO WARRANTIES, EXPRESS OR IMPLIED, IN THIS DOCUMENT.

© 2007 Microsoft Corporation. All rights reserved. Microsoft, Windows, Vista, Xbox, Xbox Live and Xbox 360 are either registered trademarks or trademarks of Microsoft Corp. in the United States and/or in other countries. The names of actual companies and products mentioned herein are the trademarks of their respective owners.